

PATENT ABSTRACTS OF JAPAN

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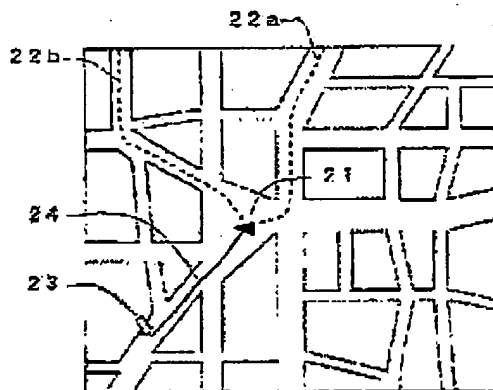
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(54) VIDEO GAME DEVICE, RECORDING MEDIUM AND PROGRAM

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a technique capable of easing the movement of characters within a three-dimensional virtual space and specifying a complex movement route.



SOLUTION: A character movement route 24 is set on a map in which a three-dimensional virtual space is made two-dimensional, the three-dimensional virtual space including the movement route 24 is displayed, and a character is movingly displayed following the movement route 24. Movement routes 22a and 22b which the characters moved in the past, the position 21 of the character, and the map information of a place where the character is positioned is displayed.